

Adaptation and Validation of the Online Gaming Motivations Scale

Media Watch
16(3) 404–422, 2025
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DOI: 10.1177/09760911251332927
journals.sagepub.com/home/mdw



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Abstract

This study examines the validity and reliability of the Kyrgyz version of the Online Gaming Motivations Scale, initially developed in English and comprising 12 items across 3 factors: achievement, social and immersion. The scale was translated into Kyrgyz, and subject matter experts verified language accuracy. Following content validation, the construct validity and reliability of the Kyrgyz version were assessed through factor analysis using data from 329 adolescents. Confirmatory factor analysis was conducted to evaluate construct validity, while reliability was assessed using Cronbach's alpha internal consistency coefficients. The results of these analyses confirmed that the Kyrgyz version of the scale demonstrates both validity and reliability.

Keywords

Kyrgyzstan, online games, achievement, social, immersion